MilAtari Ltd. Edition

The Milwaukee Area Atari Users Group

VOL. VI NO. XI DECEMBER 1987 EST. 1981

MilAtari Dates:

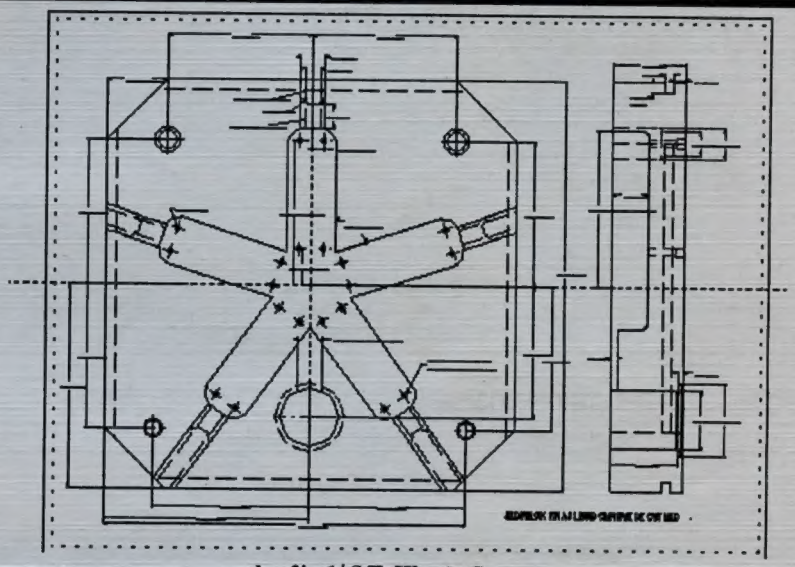
December Meeting
Saturday, Dec. 12th
12:00 Noon
UWM • Curtin Hall
Room 175

•

MilAtari Board Meeting
Sunday, Dec. 13th
7:30pm
Shakey's Pizza
96th & National

•

January Meeting
Saturday, Jan. 16th
12:00 Noon
UWM • Curtin Hall
Room 175



drafix1/ST Work Screen

Christmas Review Issue

Inside - Member Reviews of:

Atari Corp.'s SX212 Modem
Computer Fenestrations' Easel/ST
Foresight Resources' Drafix1/ST
MichTron's Cornerman
Mindscape's Infiltrator
Navarone's TimeKeeper
Red Rat's Rocket Repairman
SubLogic's FS II Scenery Disks
Plus the latest additions to
the MilAtari PD Libraries -
Great Stocking Stuffers!

From Ebenezer Scrooge

"It's beginning to look a lot like..."

I wish to start by thanking all of the people who made the November meeting and helped support MilAtari by buying disks and the Savings Spree Books. For those of you who ask; "Saving Spree Books, what are those? The Savings Spree Book is full of coupons that save you money at movies and restaurants in the Milwaukee area. The club also makes some pennies on each book. The only problem is that the books expire in March of 1988. The cost of these books are $8.00. So much for the sales pitch, now on to other things that are going on.

We will be having both a Midi-Maze contest and a computer drawing contest for the kids, with gift certificates as prizes. In addition, we will be having a door prize drawing for numerous items, with the grand prize being a brand new 4 1/2" black & white T.V., donated by Dale Phillips. Each member will get a ticket when they sign in at the door. Additional tickets will be handed out for each library disk sold, and for every 20 blank disks purchased. I am hoping that you, as a member, can bring in cookies, cakes, and general goodies for everybody to nibble on.

Our SIGs have been going now for two months and all the feedback has been very good from the members who have attended. We have been thinking about having a business SIG, to show off some of the word processors, data bases, and other business software. If you are interested in being a part of this SIG or want more information please call one of the board members, before 10:00 pm please.

Look for new items in the MilAtari Copyright library. They have been graciously donated by Michelle Gross and our Vice President David Mumper. A special thanks on behalf of the club to both of them.

I wish to direct this at those software companies that get our newsletter. If you have any new releases, by all means please let us know. Also, if you are interested in coming in to demo some of your new products, feel free to call. We meet on the third Saturday of every month, and you're more than welcome to join us. I am looking forward to a long and profitable relationship for all of us. The reason I am putting this here is to avoid interrupting your busy schedules and to save the club some money on long distance phone calls.

That's about it, except to remind you that the MilAtari PD disks make great stocking stuffers, so remember to bring money and/or a check book.(No, we don't take MasterCard or Visa, yet.) Have a safe and happy holiday season. We'll see you at the meeting.

Bruce Welsch
President MilAtari Ltd.

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MilAtari News

What's happening with your User Group

Gentle Reminder:
The December meeting will be held one week early;
Saturday, December 12th • 12 Noon
UWM • Curtin Hall • Room 175

Members are encouraged to bring any snack items they would like to share. (A great way to test out your new Christmas cookie recipes!) We'll have a door prize drawing in addition to the gift certificates that will be awarded for the Midi-Maze and drawing contests. The grand prize will be a 4 1/2" black and white portable television. (Thanks again, Dale Phillips!) If you want to increase your odds of winning, additional tickets may be obtained at the rate of one extra for every club library disk, or 20 blank disks purchased. There's one other way to get extra tickets, but you'll have to be at the meeting to find out! Are we sneaky, or what?

There is a little unhappy news. Due to our increased costs, we are forced to raise the price of our 5 1/4" disks from $4.00 per box of 10, to $4.50. This goes into effect at the December meeting. And you thought the stock market was crazy?

Errata: [Latin for; "the editor blew it!"]
The suggested list price for Partner ST from Timeworks was incorrectly listed in our last issue. The correct suggested retail is $69.95. Our apologies for any inconvenience this may have caused. (It's still worth every darn penny!)

As Bruce mentioned on the previous page, based on questions that we got during the last two meetings, we are seriously considering forming a Business Special Interest Group or SIG. The number of serious business applications software packages being released for the ST is on the rise, and older packages are undergoing constant revision. As you'll see in the review of Drafix 1/ST later in these pages, software developers are beginning to take the ST very seriously as a business machine. This, combined with the arrival of the Mega ST's and the PC clones from Atari, not to mention the laser printer, means that the Atari family can now offer more than ever to the small to medium sized business. With the advent of the LAN (Local Area Network) announcement by Atari at COMDEX, we may even begin to see the ST line work it's way into the larger business arena as well. All of which boils down to the fact that we are going to need a pool of people to draw from to help not only those who are using or looking for various packages, but also to help out your dear old editor review these monsters as they're released.

We are always in the process of soliciting business software from companies for review and demo purposes. It's an on-going process that, as the field increases, will no longer be able to be accomplished by a single person. So, if you have an interest in business software, from whatever perspective, by all means make yourself known to one of the Board Members or volunteers listed on our back page. This doesn't mean we're going to shanghai you into running the SIG. We do however need to get a feel for how many people are interested in getting a better handle on what the ST can do in the business world. So, don't be shy!!

While we're on the topic of SIGs, remember that it is you, the members, who determine their nature and scope. The whole reason for MilAtari's existence is to serve and inform. The only way we can continue to get better at that is to keep hearing from you. The moment you paid your dues, you earned the right to make suggestions, ask questions, and even complain if you think it's warranted. Again, don't be shy!

As Bruce alluded to, there will be a bunch of new additions made to the MilAtari Copyright library. Most of the additions will come in the form of software, but there is another addition that merits singling out.

As of the December meeting, an Atari 1030 Modem will available for checking out on a monthly basis. This is a 300 baud modem that plugs directly into all the Atari 8-bit machines and comes complete with a copy of 1030 Express, the Public Domain terminal program. A $5.00 dollar donation to the Copyright library will be required to check out this modem in addition to a $10.00 deposit. The entire $10.00 deposit will be refunded upon prompt return of the package. As you might imagine, just like the library, there is a penalty for a late return.

So, for those of you who have been on the fence about whether or not to take the jump into the world of telecommunications, this is an ideal way to find out what it's all about at a very nominal cost. Our BBS SysOp, Rich Dankert, has promised speedy password validation to those who check out this modem, and as there is no access charge for the MilAtari BBS, you can be up and exploring within 24 hours! And all this time you've been wondering what we do with your money! This is just for starters! There's more to come!

While we're on the subject of the Copyright library, provided our reviews and follow-up articles are completed, look for Partner ST, Drafix 1/ST, Cornerman and Stuff to be in the library by the January meeting. No, I'm not kidding! You'll be able to check out a brand new $200.00 professional CAD program from the copyright library and give it the once-over before you make the investment yourself! That's just the ST side! All kinds of goodies are in the works for the 8-bit as well.

Speaking of January, in the next edition of the newsletter, look for an in-depth review of MathTalk from First Byte software. MathTalk is just one of a series of educational programs for the ST put out by First Byte that actually help your kids with the math problems they bring home from school! The entire First Byte line features a kid-friendly interface and a talking instructor that guides them through! If you've got little ones, you're going to love this!

Also, our glorious aforementioned SysOp will take us on a tour of life at 2400 baud. (I had to put glorious in there otherwise he'll kill my access!) For those of you with modems who've experienced the jump from 300 to 1200 baud, ol' Uncle Rich assures me that you ain't seen nothin' yet! This and a whole lot more in the next issue of the MilAtari Ltd. Edition!

Oh, before I forget, back by popular demand next month, the return of "Ltd. Perspectives" by yours truly. Provided nothing else really nasty shows up in the mean time, a certain President of a certain software company, is going to get a long overdue shot in the keester. I'd mention names, but I don't want to trip myself up.

Happy Holidays from the Ltd. Edition staff and all of us at MilAtari!

Jim Morales
Editor

Foresight Resources' drafix1/ST

An ST Review by David Gross

drafix 1/ST
Foresight Resources Corp.
931 Massachusetts
Lawrence, KS 66044
Suggested Retail: $195.00

First of all, I would like to tell you that Drafix is not a drawing program. Drafix is a CAD (Computer Aided Design) program and it is a very nice and powerful piece of software for the Atari ST. The reason I say it's not a drawing program is because it's not like anything you've ever seen on the ST. Easy Draw, CAD 3-D, and Graphic Artist are simple drawing programs, whereas drafix is an industrial grade CAD program. Drafix was designed to provide a personal drafting system with professional capabilities for mechanical designers, architects, interior designers, and others, and yet is simple enough for the novice to quickly learn to operate.

Drafix comes equipped with three manuals: Getting Started, an Installation and Setup Guide, and the Technical Reference Manual. They are very well written, easy to follow and understand and seem to cover any questions you may have in using the program. There also is a telephone number for the drafix Technical Support Group, but in the past month I at no time felt a need to call, which I believe is due to their excellent documentation.

The program is on two unprotected disks, making it easy to back up your investment. Drafix will run on the 520ST but with very little memory left to work with. I've been using the program on a 1040ST and after booting the program I had only 571K of memory left, and that's with an empty screen. There are some demo drawings on the disk, and when I loaded the house plan drawing I had 499K left. Because of the complex drawing capabilities of this program, I would definitely recommend 1 meg or better for the serious user.

Drafix works in medium and high resolutions but is best in high resolution. It supports a wide range of plotters like Hewlett Packard, Houston Instrument, Rolan DG, Nicolet-Bruning, Enter Computer, Numonics, Ioline, Tandy, Hgpl and Dmpl compatible plotters. You can also print the screen on a printer to get a quick, but not so good view of your drawing. You may want to use your printer for rough copies and save the plotter for your final product.

Drafix is a very powerful and complex program, yet it is still easy to use once you have played with it for a while. It is very reasonably priced for a program packed with features such as multiple menus, auto dimensioning, 256 layers, mouse or keyboard input, six snap modes, 12 different fonts and much more. Rather than raving about the program, what I'm going to do is briefly discuss the menus to give you an idea of what drafix can do.

After loading the program you will see a work area with a neat and orderly appearance. (see next page) In high resolution the main function menu is at the top of the screen, the command line is at the bottom of the screen and the Attribute and Imput mode menus are on the left hand side of the screen. If you are using the color monitor, the mouse pointer prompts, and the angle and distance menus appear on the right hand side of the drafix display.

Item Attribute Menu: The menu consists of pen #, line type, and layer. Drafix allows up to 16 different pens, each of which can be associated with your plotter pens. You have eight line types to choose from: solid, short dash, long dash, center line, phantom, dotted, divided and border. There are 256 layers organized into 16 ranges of 16 layers each, which names can also be assigned to. You can work on all the layers at once, or you can select one layer to work with and Mask out the other layers.

Coordinate Imput Mode Menu: The first three items in the menu are keyboard entered coordinates. The coord mode is absolute x,y coordinates, the Rel mode is x,y coordinated relative to your current point, and the Polar mode is radius and angle relative to your current point. The last six items on the menu are mouse driven snap modes. They include: Gridpt - cursor snaps to nearest gridpoint. Endpt - cursor snaps to nearest endpoint of line arc. Intsec - cursor snaps to nearest intersection of two selected lines, arcs or circles. Midpt-cursor snaps to midpoint of line or arc. ArcCen - cursor snaps to center of arc or circle. OnItem - cursor snaps to a point on nearest line or arc. All the above listed items make the program extremely user friendly. You can go from keyboard to mouse input at any time with a click of the mouse button.

Angle and Distance Imput Modes: These menus are used to set how angles are to be entered and how you want drafix to set distances, sizes and lengths.

Pointer Menu Prompts: The three vertical bars in the pointer menu show the current mouse commands pertaining to the drawing menu mode you are working with. The left bar is the left button, the center bar is the right mouse button, and the right bar is both buttons clicked at the same time.

drafix Main Function Menu: The main menu bar provides the file, parameter, display, draw, erase, modify, group, copy, check and mask functions. In order for me to illustrate the complex nature of this program, and how well it is laid out, let me walk you through one of the menu choices so you can see how the multiple menu feature actually works.

Selecting the parameter option on the main menu bar brings down the parameter menu bar which consists of the following options: layer, project, units, scale, sheet, grids, font, dimensions, and color. Each of these parameter options also provide another menu bar when selected, for setting the parameters. To elaborate further, if I were to select dimensions, from the parameter menu bar, another menu bar would appear offering the following selections: lengths, termtyp, centyp, textht, txtang, and txtloc. Finally, by clicking on lengths, for instance, a rolled down menu would appear which would allow you to set the terminator size, break length, extension overrun or leader length, if you had decided to deviate from the default modes which are pretty much set at designer standards.

As you can see, this menu system is very complex and Foresight has done an excellent job in setting it up for the user. The multiple menus are set up so they don't obstruct your view of your drawing surface, nor do you have to toggle between menu choices and surface screen as you work. A big plus for drafix.

The drawing menu, the heart of the program, will draw anything you may have in mind. Drafix draws single lines or double lines. When drawing double lines, you can set the offset and distance between the lines. You can draw single lines that are tangent to two arcs or circles, lines perpendicular to another line, lines parallel to an existing line, offset lines in which you select the amount of offset

and lines on an angle from 0 degrees 0' 0" to 359 degrees 59' 59". You can select 11 different polys to draw. There are seven different arc and circle options to choose from, not to mention ellipse. You can choose from 15 different cross hatch patterns to show the different materials you may be using in your drawing.

There's also the note option which allows you to type in text and place it anywhere on the drawing with a click of the mouse. Drafix also offers 12 fonts including a cursive bold, Greek/math and Gothic bold. The fonts are very, very impressive.

The Drawing menu also contains the Auto Dimensioning option which is my favorite part of the program. You just point and click on the ends of a line and Drafix does the rest. Drafix dimensions lines, angles, diameters, radii, or any two points. Foresight has assigned the more boring and tedious work to the computer so the user can concentrate on the creative aspect of designing.

You control your view of a drawing with the Display function. You can Zoom in and out with no limits. You can Pan the drawing in any direction by whatever distance you determine. You can also view the last display using the Last option. This allows you to backtrack through previous display steps. Display Save and Display Recall permits jumping from one view to another. With the Save option, up to eight displays can be saved in memory for instant recall. With the Modify function you can change layer numbers, pen numbers, and line types. You can also stretch, bevel, round and trim. Symbol and poly items can be separated into individual parts so that each line can be easily manipulated as an individual item.

With Copy you can align, mirror, move, rotate, and change the scale of all, a group,a region or an item. When in one of the Copy modes you are able to move and/or copy with the click of the mouse. The Erase function allows you to erase any or all items or a group or a region from a drawing. One nice feature of the Erase function is erase last and restore last which permit you to erase or restore the last item drawn with a click. (Much handier and easier than old fashioned erasers.)

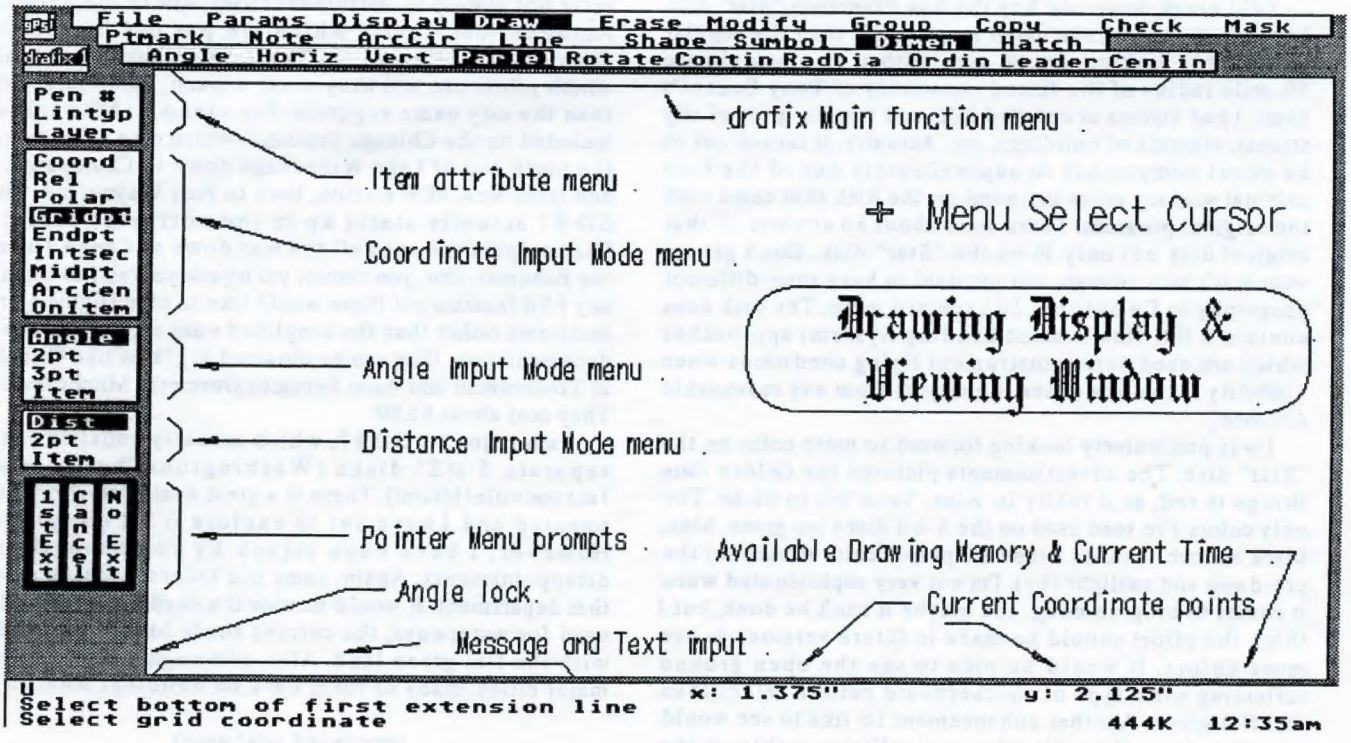
The other items on the main menu are the Mask and Check functions. You can check any item on the drawing, including angles, the coordinates of a selected point, the distance between two selected points, an item, symbol, or how much room is left on the disk. The Mask function controls what you are able to see on your drawing surface. The items do remain in the drawing database even though they are invisible.

If you are familiar with the IBM version of drafix, you may be wondering how it measures up on the ST. Well, the ST version is the same except for a few items the IBM version has and the ST doesn't like user preference files, freehand sketching, function key use, font widths, smooth splines, slanting, and text editing.

After reading about all the features that are packed into this program, what more can I say? I have been playing with this program for about a month now and I think it is great, especially with a list price of $195. It may sound overwhelming, but you will be surprised how easy it is to use.

Take a look at the cover; it's not a real complex drawing, but I was able to draw it in less than two hours. Considering the little time I've been using drafix and the fact that I'm not a draftsman, it's a pretty good drawing. In all the time I have been using drafix, I have yet to find any bugs. The only real criticisms I have of drafix is that it lacks 3D capabilities, however I am hoping that feature will be added in the near future; and also there are no section view lines.

As a final note I would like to comment on an item found in the introductory portion of one of the manuals. It is stated that "The primary goal of drafix is to provide a personal drafting system with professional capabilities", and I just want to say that drafix has easily met and exceeded that goal. I would also like to take this opportunity to thank Foresight for sending MilAtari this fantastic product for the membership to review. We are anxious to see what else Foresight might have in mind for the ST.



SubLogic's Scenery Disks

An 8-Bit Review By Joseph M. Sliker

Sublogic Corporation
713 Edgebrook Drive Champaign, IL 61820
Flight Simulator II Scenery Disks:
#7 (East Coast) and San Francisco "Star"
Suggested Retail: $19.95 - $24.95

As a private pilot, Flight Simulator II by Sublogic is one of my favorite programs. However, I have never been quite satisfied with the unrealistic keyboard and joystick control arrangements (particularly the lack of foot-controlled rudder pedals). Still, FSII allows me to get a more frequent "fix" of some of flying's challenges at a considerably lower price than the $35 to $50 per hour that the real thing costs in the Milwaukee area.

When I purchased the original program (the same day I bought the 130XE) a Scenery Disk was included which covered areas such as Chicago, New York, Los Angeles and Seattle. This was fine and I immediately did all of those wonderful no-nos like flying between the World Trade Center towers and taxiing across the Brooklyn Bridge. Still, what I really wanted to do was to see what FSII would be like simulating areas with which I was actually familiar (my wife values me too much for me to spend much time exploring the exceedingly congested Chicago Terminal Control Area).

I eagerly awaited the publication of additional Scenery Disks. It was during this time that I came face to face with the knowledge that us 8-bitters are sucking hind teat when it comes to software. I started salivating when disks 1-6 appeared for the 8-bit. I didn't buy then, same problem, I'm not familiar with the western U.S.. But it gave me hope that the rest would be coming soon.

I did break down and buy the San Francisco "Star" disk because it was to have much more detail than the regular disks. This disk covers an area within an approximate 50-mile radius of the famed repository of Tony Bennet's heart. I had visions of detailed hills and forests, grids of city streets, clusters of buildings, etc. Actually, it turned out to be about comparable to approximately one of the four original scenery areas included on the disk that came with the original program. There were about 80 airports on that original disk but only 16 on the "Star" disk. Don't get me wrong, it's nice enough, and pleasant to have some different geography to fly over but I'd expected more. The disk does contain 6 ILS (Instrument Landing System) approaches which are used during instrument flying conditions when visibility is too low to see the airport from any reasonable distance.

I was particularly looking forward to more color on the "Star" disk. The advertisements pictured the Golden Gate Bridge in red, as it really is. Alas, 'twas not to be so. The only colors I've seen used on the 8-bit disks are green, blue, black and white (also, a reddish-purple color is used for the pre-dawn and twilight sky). I'm not very sophisticated when it comes to programming, and maybe it can't be done, but I think the effort should be made in future versions to use more colors. It would be nice to see the open ground reflecting some type of checkerboard pattern rather than just flat green. Another enhancement I'd like to see would be red and/or white blinking anticollision lights on the TV/radio towers and tall dark buildings (i.e. the Sears Tower and John Hancock Building) which are currently invisible in the night flying condition.

My cup ranneth over (prematurely) when I began to see the "Fly to Florida!" advertisements for scenery disk #7 in Atari-dedicated publications. I saw #7 on the shelves first for IBM (of course), then Apple (I understand...). Weeks turned into months, months well past the release date predicted in the letters I got from Sublogic. The nice lady at the software store never once complained about my drooling on her floor during my frequent visits to see if it was in yet. She told me it was in for Commodore (Yes, yes, I can handle it...). I called Sublogic's order-line and they said it was available for the Atari (Yes, I'd asked specifically about the 8-bit and got an affirmative). Then one day I walked into the store and she said...(I didn't have to ask anymore. Kind of like when the barkeep asks one of the regulars "The usual, right Joe?") ..."It's here! (Be still, my heart!) and continued "...for the ST anyway." Damn! No offense, but at that time most of you ST people hadn't yet gotten your machines out of their boxes. I was burned. I lost hope. I stopped waiting. I didn't want to believe that #7 for the 8-bit was Vaporware. But, if I may coin a phrase, it was certainly nothing if not Tortoiseware. I avoided the store for months until one day I just happened to be in the neighborhood and stopped in to buy the new Antic. It was in.

I'd been waiting eagerly for that disk in particular because I'd earned my license at an airport near Baltimore a few years ago. "Now, wait". you interested FSII pilots might be saying, "Those ads say the disk covers Washington, Charlotte, Jacksonville and Miami. It doesn't say anything about Baltimore!" Just to put you in the know, those names refer not simply to individual cities, but to the Sectional Aeronautical Charts which are put out by the U.S. Department of Commerce. These Sectionals are the maps which pilots use and they cover a much, much larger area than the city name suggests. For example; Milwaukee is included on the Chicago Sectional which also extends from the north end of Lake Winnebago down to Champaign, Ill. and from west of Waterloo, Iowa to Fort Wayne, Ind. Thus, SD #7 actually starts up in the northeast corner of Philadelphia and runs all the way down to Congo Town in the Bahamas. (No, you cannot yet hijack yourself to Cuba). If any FSII fanatics out there would like to plan flights on real sectionals rather than the simplified ones supplied in the SD documentation, they can be obtained at places like Gran Aire at Timmerman and Aero Services (formerly Mitchell Aero). They cost about $3.00.

I am enjoying SD #7, which actually consists of two separate 5 1/2" disks (Washington/Charlotte and Jacksonville/Miami). There is a great deal of territory to be covered and I have yet to explore it all completely. However, I have been struck by some significant disappointments. Again, same old colors, nothing new in that department. It would be nice if a deeper blue would be used for waterways, the current shade blends too readily with the flat green land. Also, although there are many major cities, many of them have no buildings whatsoever

(continued next page)

ROCKET REPAIRMAN

An 8-Bit Review by Russ Stanley

Rocket Repairman by Red Rat Software, Ltd.
Arcade Game
Atari XL/XE 48k min.
Overall Difficulty: Hard
Overall Rating: Good
Price as tested: $9.99

I had read articles in several magazines about economical games,without copy protection, from ICD. This seemed a very good, even a good faith gesture by Red Rat Software. I won this game at the MilAtari picnic, and could not wait to try it. I was even excited by the prospect of writing a review on it. Finally, an excuse to do something for the newsletter. I was left a little down however, when I got it home.

My first priority is to be as honest as I can be. And in truth, Robot Repairman was hard to play.

You are on the planet Leskos and must recover the parts of your Astro-ship. You are in a space suit and must navigate, with your joystick, through tunnels with jagged walls. When you find a piece of your ship, you must pick it up, by touching it and return it to where you start, before you may get another piece. The game is further complicated by Neutrino Ghosts and Quark Phantoms that you may shoot at for more points. These drain energy from your suit if they touch you. The turn off, for me, was the fact that if you touch the walls, energy leaks from your suit and is registered at the top of the screen. If you loose enough energy, you die. One life to a customer in this one kids. This in itself would be a challenge, but some passages are impossible to negotiate without touching the walls.

The Astro-Ship will assemble itself and blast-off once all parts are returned to the Teleport pad.

Red Rat Software has a winning idea here. With all the talk about pirating nowadays, here is a company that says "Give them good software for a good price and people won't want to ruin a good thing". This game and the other offerings from Red Rat are your bare-bones software. Nothing more or less. The documentation is two paragraphs on a 3x5 sheet of paper.

To sum it all up, I had a good time with this game, but after two weeks of jet-packing different combinations of passages, have not completed a game.Take heart, however, for this is not the only Red Rat game that I own. I support those people that support my computer, and my reviews will follow on these games in later issues of this newsletter.

I am also donating this disk to the library.

[Editors note: Sometimes we have a tendency to forget what a fine collection of commercial software we have in the Copyright Library. This is as good a time as any to remind all of us that the Copyright Library thrives not only on the generosity of software companies, but on your donations as well. The Copyright Library is great way to get a feel for software before you by it, and can save you money in the process should you find it's not what you wanted. If you have any software laying around that you no longer use, please see Lee Musial about making a donation to this great club resource. Thanks, from all of us. Ed.]

SubLogic Scenery Disks (cont. from previous page)

and are indicated only by the intersection of a road or two (which is never anything more than a skinny white line, even at ground level), and maybe a couple of radio towers. (Hey, Baltimore's a nice place. It deserves better treatment!) I am fairly impressed with Washington, D.C. however. The SD people did a nice treatment of the Mall, from the (highly simplified) Lincoln Memorial, due east past the Washington Monument (which lent itself well to the project, considering the limits of detail allowed) all the way to the Capitol. It is even bounded by the White House and some simplified buildings of the Smithsonian. To the west is the Potomac River, the Pentagon (hard to miss) and National Airport. The Sublogic people made one particularly disappointing omission: just a few miles northwest of D.C. the tiny one-strip College Park Airport exists. It is the oldest continuously-operating airport in the nation and I think it should be included for that reason alone.

Finally, I want my taxiways back! The original scenery disks included detailed renditions of taxiways at most large airports which were represented by rows of pretty blue lights at night. These appear to be completely absent on #7. If you want a magnificent and realistic treat, try the following. Enter the FSII Editor and set yourself up at Chicago's O'Hare Field at night. Turn out the lights in your computer room. Adjust the brightness and contrast controls of your monitor so that the taxilights are still blue but the runway lights have more of an orange hue with little red and green artifact details at the ends of line segments. Start your takeoff roll and switch to a rear or rear-quartering view. Relax and watch the magnificence of O'Hare unfold beneath you. Bank the airplane slightly to keep the airport spiralling below. For my money this is one of the most beautiful effects that can be had on FSII. Then go land at Midway to top it all off.

Two more comments and I'll file this review. I think it would be nice to see more in the way of 3-D objects near or on various airports. They can do it. Some airports do have 3-D hangars through which you can taxi (or fly if you're really hot stuff). But I've yet to see a single control tower or wind sock, both of which could liven up and simplify ground navigation. Also, in real life all airports are denoted by identifiers consisting of 3 letters or a combination of letters or numbers (i.e. Mitchell is MKE, O'Hare is ORD, Doylestown is N88, etc.). Rather than having to enter the FSII Editor and look up a mess of coordinate numbers in order to initially position yourself, why not let the user just enter the more easily remembered identifiers and let the computer look up the numbers. How about it Sublogic?

MichTron's Cornerman

An ST Review by Jim Morales, Editor

Cornerman Desk Accessory
MichTron Inc.
576 Telegraph
Pontiac, MI 48053
Suggested Retail: $49.95

MichTron's "Cornerman" is a desk accessory that functions as several desk accessories. At your disposal are; a phone dialer and log, calculator, notepad, clock, ASCII table and a puzzle. I'm happy to report that each one of the functions work, and do what they were designed to do.

The full featured, full function calculator performs very well and is ideal for anyone requiring a high precision calculating device. It's ability to display the last four operations on-screen are a life saver for those whose keypad dexterity is not yet optimized. If the last four operations are insufficient for your needs, the calculator can be configured from the setup function to dump everything to your printer for review. This is a programmer's dream that includes binary, hex, and octal modes in addition to the normal decimal mode that most of us are familiar with. With the inclusion of logical operations, it's powerful and will get the job done for even the most earnest number cruncher.

The notepad provides you with up to 7 lines of 32 characters for each "page", and up to 32,767 "pages" available. Exactly what use one might have for that many notes is anyone's guess. But it's nice to know they're there if you need them. Beyond that, the notepad is pretty much standard stuff.

Cornerman also features an ASCII table as part of it's repertoire. Here again, as a non-programmer, I don't have much use for such a function, but I'm sure there's plenty of you out there that would find such a quick reference extremely helpful. It's nicely "window implemented" with standard GEM scroll bars to zip you where you need to go, and seeing as the table is memory resident, there's no waiting for a disk access to get your information.

The dialer and phone-log in Cornerman are fairly well done. From the setup function and with some rather interesting command variations for your modem, the dialer will pretty well cover a good range of your phone needs. The phone log, when used in conjunction with the dialer will allow you to time your calls and track the outcome of the call in terms of; call completed, wrong person, call back, will call, line busy, no answer, left message and finished. This type of tracking is extremely helpful if you need to expense out your phone bill for business purposes, or simply need to keep track of the length of your calls for time-billing clients.

The dialer works with either a Hayes compatible or Avatex modem, and the instructions for setup are fairly easy to understand and implement. Provisions are made for accessing long distance networks other than AT&T, and the dialer can also be configured to dial your office's "outline" number (usually a "9") and pause before dialing the rest of the number so as to ensure that you've gotten an outside line. The crew at MichTron did a nice job of covering this stuff in the manual, and installation should be a breeze for most folks.

Cornerman provides two "Clock" functions. One function puts a small digital clock in the upper right corner. The clock is size and format optional, so military or standard 12 hour time are available. The second clock is of the analog variety. You know, a face and hands arrangement that either sits patiently in the corner of your choice, or can expand to fill your entire screen and cover up whatever work you're doing for security purposes. The full screen clock can also be assigned a password so that only you can disengage it, thereby irritating the living bejeebers out of the snoops in the office. The full screen clock changes colors about once a minute to prevent phosphor burn on your monitor.

The DOS window function in Cornerman allows you to exit from GEM and run a non-GEM program and zip back when you're done. This is useful for those who might need to run a Shell program or something like DCopy. Implementation is fairly simple, just rename your program to "COMMAND" with the appropriate extender and off you go.

Also included in Cornerman is the standard "Fifteen" puzzle. A 4 X 4 block matrix with tiles numbered 1 - 15, your job is to put them in numerical order by moving them around one at a time. It's cute, but I have a hang-up about puzzles or games that are included in programs, especially desk accessories. The stress-reliever concept while nice, ought to be accompanied with the ability to de-select the game and save RAM, in much the same way as Partner ST. Unfortunately, with Cornerman, you're stuck with the darn thing and the loss of RAM it entails.

If there's a stumbling block in Cornerman, it is the awkward implementation of the Print functions for the dialer, phone-log and notepad functions. Rather than a simple set of PRINT push buttons in the open window of the individual function, you must open a separate PRINT window from the Cornerman menu and indicate what, if anything you want printed for each of the three functions. To say the least this is cumbersome and highly restrictive. Instead of being able to scroll through the notepad or dialer and simply print what you see, you must open the PRINT function and settle for it's limitations. You can choose to print either All, None, Date selected, or the item you are currently working on. Don't get me wrong, it works, it's just not too convenient, and after all, we got these machines for convenience, didn't we?

All in all, Cornerman is a fairly well done piece of software especially if you have a use for the functions it provides. The program has gone through several revisions, so it's apparent that the folks at MichTron are very much concerned about it's quality. Perhaps the nicest thing about Cornerman is it's independence from the mouse. Oh, you can use it all right, but the main menu can be opened simply by hitting both shift keys, and all the primary functions can be accessed from the function keys. Nice, very nice.

Contrary to the report in the September 1987 ST-Log, Cornerman uses up just a tad over 116k to do it's thing. (ST-Log reported over 200,000 bytes consumed, but they may have an old version. We tested V2.1 for this review.) At about $30-$35 depending on where you shop, it's not a bad little utility to have... in your corner.

(Sorry, couldn't resist.)

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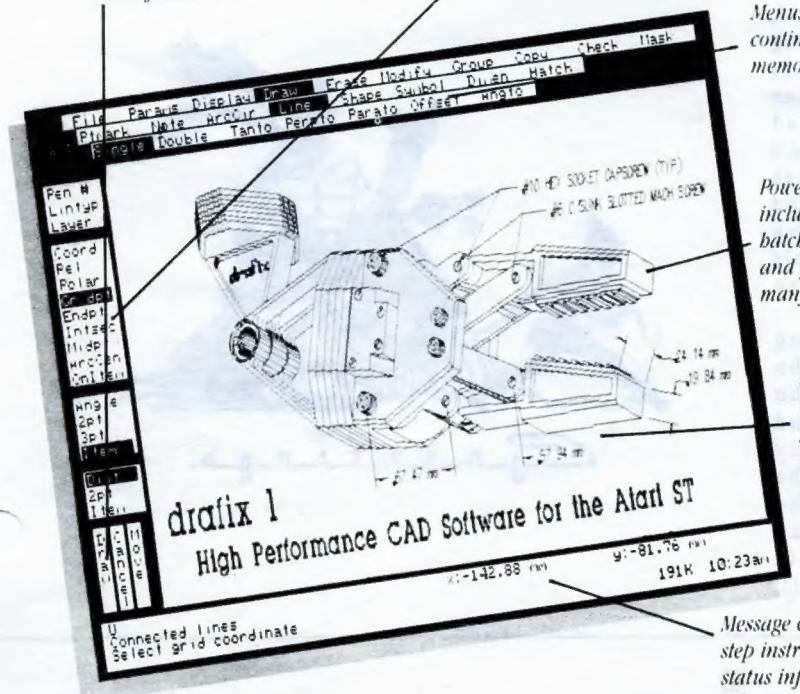

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Mindscape's Infiltrator

An 8-Bit Review by Tom Johnson

Infiltrator By Mindscape
Atari XL/XE 64K
Animated Graphic Adventure
Overall Difficulty - Medium
Documentation - Excellent
Graphics - Excellent
Overall Rating - Excellent
Price - $24.00

The world is, once again, going to be destroyed, by some mad leader, and it's up to you to save it. This time you take the role of Captain Johnny McGibbits.

Johnny "Jimbo-Baby" McGibbits is a super-soldier, ace helicopter pilot, engineer, world class motorcycle racer, explorer, karate expert, movie actor, ballistics expert, neurosurgeon, politician and rock star. Other than that, he has no special talents, like being a computer programmer.

The game consists of Johnny completing three missions. An assignment is given to you at the beginning of each mission. You can't start the next mission until you've completed the one you're on. Each mission is, of course, harder than the previous one. Your goal is to fly to the mad leaders base, land successfully and undetected, carry out your assignment and return home safely.

Nobody, not even Johnny, can save the world without the help of some rather sophisticated weapons. Thanks to Whizbang Enterprises, you have the Gizmo DHX-1 Attack Chopper at your disposal. Of course it has the usual fuel indicator, compass, artificial horizon, airspeed indicator and altimeter, like the budget birds. However, Johnny has three treacherous missions to accomplish and needs more. The people at Whizbang took this into consideration and came up with all you could hope for, in a helicopter. They added such items as the Whizbang Whomper turbo boosters, Whizbang Waster rockets, flares, chaff, Whizbang Whisper, heads up display, Whizbang Whizzer cannons and a working on-board computer which produces status reports, tactical maps and has communication equipment. After landing at the mad leaders base and leaving the helicopter, you will have a new and different supply of weapons. Sleeping gas canisters, gas grenades, mine detector, false papers and camera make up some of the things Johnny will carry on his missions. How one person can carry all of this and still function well enough to complete an assignment undetected I'll never know!

As stated before, the first part of a mission is flying to the enemy base in an exotic helicopter. This is the best helicopter game I know of. To start with, the graphics are the best I've seen. Both the scenery and cockpit are greatly detailed. The cockpit has many working gauges and warning lights and hands, on the controls, that move as you manipulate the joystick. The map screen shows the area you are in, a flag representing the enemy's location and a dot, complete with shadow, indicating your location, all in 3D. Another nice feature is the communication system. You don't shoot every plane you see. Some are friendly. After getting an aircraft in sight, you must go to the radio and request an ID from him. He will then come back with a name or amusing reply which will give you a clue as to what to do. The heads up display is easy to use as are all of the other weapons. Although the chopper does take a little getting used to, it's not hard to fly. You'll be shooting down enemy aircraft in short order.

As if flying the helicopter wasn't enough of a reason to buy the game, they've added more. This is also an adventure game. After landing at the enemy base, and leaving the chopper, you are shown on the screen as a gray figure. Guiding him with the joystick, you enter the base. Here there are rooms to search and guards to contend with. Switching from one item, that he's carrying, to another is made easy. The only problem here is that you're limited on time.

Usually the instructions are about as much fun to read as your income tax form and therefore used only in case of emergency. These docs are different. Not only are they complete with pictures and easy to follow, but they are entertaining to read. Throughout this 39 page book there are comical quotes from the Whizbang Co. and amusing names to keep you from getting bored.

Although it took some time for the Atari version to be released, it was worth the wait. Obviously great care was taken to produce more than a simple shooting game with fair graphics that would be put aside after only a short period of play.

T. JOHNSON

Navarone's TimeKeeper

An ST Hardware Review by Mark A. Storin

TIMEKEEPER Clock Cartridge
Navarone Industries, Inc.
21109 Longeway Rd. Suite C.
Sonora, CA 95370
Price as tested: $45.00

TIMEKEEPER from Navarone is a battery-backed real time clock calendar cartridge for the Atari ST computer line. Like other clock cartridges that are available, this one includes the cartridge, software that allows the computer to read the time from the cartridge during the boot sequence, and instuctions as to it's use. What makes this clock cartridge unique is that it has a pass through cartridge slot allowing you to use other cartidges while the TIMEKEEPER remains installed.

Physical Description: The TIMEKEEPER, henceforth refered to as TK, does not look like your run of the mill ST cartridge (if such a thing can be said to exist). What you get is a light grey rectangular plastic box measuring approximately 1 inch high, 3 inches wide, and 5 5/8 inches deep. The cartridge connector is towards one end of one of the long sides, and the pass through port is directly across from it on the other side of the box. The rest of the box sticks out towards the front of your computer. Not exactly the prettiest thing I've ever seen, but not too bad as far as appearances go. The cartridge connection is sufficiently snug to prevent it from becoming dislodged during use. The box itself is held together with small screws and may be opened up to replace the battery when necessary.

Software Included

The TK comes with three programs on a disk, plus disk based documentation. The first program is an installation program, used to set the time on the cartridge. The second program is an AUTO folder program that simply reads the time and date from the TK at boot time. The third program is a desk accessory that, besides setting the system time from the cartridge at boot, has a few other features. These include an online clock, that can be made show through any window on the screen, the ability to change to 24 hour format time, and an alarm clock that will, visibly and audibly, alert you at the time you set.

Installation: Installation instructions are included in a short file on the disk that comes with the TK. They are concise and easy to understand. Installation is simple. You insert the cartridge in it's port, boot the computer, and then run the installation program to set the time on the cartridge. Once this is done, you must decide whether you want to use the desk accessory or AUTO folder versions of the program that sets the system time from the TK. The AUTO folder version does nothing but set the system time, but takes up much less memory than the desk accessory and does not use a desk accessory slot. Personally, I use the desk accessory (I'm always running late so need the time display and alarm).

Product performance: Thus far the TK has done exactly what it was designed to do. It alleviates having to reset the system time manually everytime the system is booted. To me, this is a great convenience. I have had two instances where the desk accessory failed to properly set the time on boot-up. Re-booting solved this problem. The cartridge itself has not lost its time, even after being removed from the cartridge slot. I have not been able to test the pass through port, as I have no other cartridges at this time. According to the documentation, after the software has set the time and date, the TK is disengaged, and a search for an external cartridge is performed. If an external cartridge is found it will be treated as if the TK did not exist, the TK will be invisible to the computer.

Conclusions: With the exception of a rare glitch in the desk accessory software provided, the TK has performed well. With the inclusion of a pass through cartridge port and a price that is only a few dollars more than clock cartridges without the port, the TK is a good product. I would recommend it for anyone who, like me, enjoys the extra conveniences these products provide.

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A conscious effort has been made to include advertising in this newsletter many local as well as national companies that provide equipment and software for the Atari line. Some of the companies that have appeared in recent issues are: Computability, Computalk TCS, Computer Software Center, Foresight Resources, GK Enterprises, MA Graphics, Mayfair Computers, and Terrific Peripherals. There are more on the way. The key to maintaining these valuable advertisers and thereby reducing our publication costs will be your support of these fine companies.

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EASEL/ST• Stocking Stuffer

An ST Software Review by Jim Morales, Editor

EASEL/ST Desktop Customizer
Computer Fenestrations
P.O. Box 151
Lake Monroe, FL 32747-0151
Suggested Retail: $19.95

Okay, I'm a sucker for a gimmick. Always have been, probably always will be. There have been many times that I've regretted the impulsiveness of some of my "spur of the moment" flirtations with things that I really didn't need. In the case of EASEL/ST, I lucked out.

While "Desktop Customizer" may not be the most accurate description of this little program, it's the only general title that comes to mind. What it does, specifically, is to throw standard NEO or Degas files onto your ST Desktop background to "spice things up". Make no mistake, this does not fall into the category of "Earthshaking Software". Rather, it's a cute little goody that simply serves to dress up the general appearance of your main desktop. Broken down to it's basic components, it's neat. Period.

Functional in all three resolutions, EASEL/ST is small (5k) program that sits in your AUTO folder. Upon bootup, it searches your root directory for a properly titled picture file that matches the resolution and throws it into the background. A separate picture file for each resolution must be in the root directory for the picture to be displayed, and EASEL/ST grabs the colors from the picture's palette to make sure the picture looks right.

As program author Bob Breum describes it, EASEL/ST is his "shot at the American dream", and for what it's designed to do, Mr. Breum may be well on his way. The documentation, while brief, leaves absolutely nothing to chance, going so far as to include a very complete tutorial on creating a backup copy. There's a few big companies out there that could learn a lesson or two from this documentation. Well done.

What good is it? Aside from perhaps making your desktop a little more aesthetically pleasing, the possiblities are limited only by the imagination. With a little editing, picture files can be turned into anything from ads to brief tutorials and then placed right in the desktop. Retailers could use this in hundreds of different ways, depending on how creative they want to be. After all, a picture is worth... Well, you get the idea.

EASEL/ST is one of those things that makes working with the ST just a little more fun. It's just plain neat to have, and quite frankly, I can think of all kinds of "serious" programs I've thrown 5 times as much money away on and haven't gotten 1/10 as much fun out of as I have with EASEL/ST. Besides, for 20 bucks ($15.95 if you shop where I do), it makes a great stocking stuffer for the ST owners on your Christmas list. Better yet, get one for yourself. You've been working hard all year, you deserve a little fun.

A special thanks to the following establishments for their show of support for MilAtari by carrying our Promotional Disks in their stores.

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Thank you from MilAtari!
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Atari Corp.'s SX212 Modem

Atari Hardware Review by Richard Dankert

SX212 300/1200 Baud Modem
Atari Corp.
1196 Borregas Avenue
Sunnyvale, CA
Price as tested: $99.95

Well I can still hear all the people that I have talked to in the past, across the telephone lines via modem, and in person; "Where's the SX-212 modem that Atari has been promising for so long". "I don't believe that they're going to come out with that modem, I believe that is just a vapor ware product to keep the public/user's interested"

These are the types of things that I have heard from many user's out there over the past months and I am happy to say that finally, it has arrived. Yes folks the SX-212 modem is a reality, and in fact, has been for quite a few months now. Atari has had one operating on a Mega ST-4 machine running a test station for the past few months. How do I know this? Well, I have been accessing Usenet on a daily basis for about the past 4 months and yes folks, Atari does have their own area there on the net, and one can write to them. This is where they tell it like it is, and try to dispell any rumors that may be floating around. Enough of this, now on to the modem. What it is!

The SX-212 modem is a 300/1200 bps modem, that will work with either an RS232 communications port or directly through the SIO port on any of the Atari 8-bit machines. The modem is Atari gray in color and has seven red LED's, the style of the power lights on the XE's or ST's. They are arranged in slanted form across the front of the modem. The power switch is located on the back. If you look, you will find no DIP switches located anywhere on this modem. The power supply connector is also located on the rear. The modem has a built in speaker, and is controllable via a small recessed control mounted on the bottom. The modem boasts to be Hayes AT command compatible. This is true, in part, but more on that later.

The led lights on front are as follows, HS, AA, OH, CD, RX, TX, MR, which mean High speed, Auto answer, Off hook, Carrier detect, Receive data, Send data, Modem ready respectively. HS indicates whether you're operating at 1200 bps, lit when you are. The AA is to tell you that the modem is set for auto answer. The OH will indicate when the modem has the line Off hook. The CD will tell you when you have a carrier detect. The RX stands for receive data. The TX stands for Send data. And finally the MR stands for Modem Ready, which is another way of saying that the power switch is on.

The Hayes AT command set is supported to a point. All commands sent to the modem must be in upper case. So if you try and type 'atdt781-5710' to dial up our system, notice the lower case 'atdt', the modem will not acknowledge the command. Retype the modem commands in upper case, and all will work fine.

The 'S' register's were the biggest disappointment to me. There is no way to set the modem to auto answer via the dip switches seeing that they are not there, so the 'S0' register is reserved as a software control to put the modem into auto answer mode. But registers 9 through 11 and registers 16 through 18 are reserved, and the rest of them are not even there! This means that if you are intending on running a bbs with this modem, you will have to modify the modem startup commands to make the modem do what you want it to do. It can be done, but it would have been nice to just have the registers there, instead of reserved. So yes, the modem is Hayes AT command compatible but that's where the compatibility ends.

If you are hooking this modem up to either an ST or an 850 interface, you will have little problems with getting the modem to work in just about any terminal program. But, if you are planning on hooking this modem up to an 8-bit via the SIO port, you're going to have problems.

First off, the modem does not have a T: handler in it, which is not surprising. So what you have to do is use a terminal program that was/is designed to work with the XM-301 modem. You can use the version of 1030 Express, which has the T: handler already in the program, but we still have a problem here. The 1030 modem as well as the XM-301 modem are 300 bps modems, so don't think that you will be able to go 1200 bps, as there is no provision in the program to change baud rates.

Secondly, there was supposed to be a newer version of Express by the author of the Express programs called Express SX. This program was to be shipped along with the modem. Take another guess! It's not there. Seems that the author was too busy making the program BBS Express ST to get the program done in time to be delivered with the modem, much less placed in the public domain as Share Ware.

Other than the above problems with the 'S' registers, the terminal program, and the fact that I may be asking too much, the modem appears to be built pretty solidly. No, it's not an Avatex modem in disguise, but actually Atari's own modem. It carries a 90 day guarantee. The modem is now available in our area in limited quantities, so you will have to call around to find out who and where the modem is.

Overall I feel that the modem is a good one, well worth the price that Atari is asking for this product, and I feel that Atari will have the terminal software problem in hand soon if someone else doesn't beat them to the punch. As far as the 'S' registers go, your guess is as good as mine.

The Sysop.

MilAtari Public Domain Libraries

ST PD ADDITIONS

DISK #131 **UTILITY DISK**

ALIAS: Rename multiple files using wildcards.
AUTOCOPY: This folder contains 4 programs which copy program into a ramdisk upon bootup.
GRPHLABR: Label Maker from Rubicon Software Generate graphics, print labels, and directory listings.
PAYROLL: Working demo of a payroll program. Do a complete payroll without changing screens, including printing of fanfold-bound checks. Only 200 employees may be added to the file in this demo version.
PC_PUSUI: A set of "DO" files for the modemprogram Flash for accessing PC Pursuit.
SUPRSHUF: Super Shuffler - Shuffle files between drives and folders. Rename folders and delete files. UGBASE: A database program. Additions to earlier version are inclusion of a search routine that will to search on any one or combination of fields, selective print options, and an option to print multiple copies.
ZENITH: Version .5 - A beta version of a terminal package by Double Click Software.

DISK #132 **UTILITY DISK**

FIMCALC: Financial Calculator - A program which will make any of 10 different calculations on either savings or loan accounts.
MEDREZ: Placed in an auto folder on a bootup disk, sets the screen to medium resolution, reads the desktop.inf file and sets the screen and character colors according to what it finds.
STWTRGEM: ST Writer Version 2.0 - GEM version of this popular word processing program. XFORMER: XFormer Atari 8-bit emulator program. Will allow many "ported-over" 8-bit programs to run on the ST. A documentation file has been added for people unfamiliar with 8-bit Atari DOS and Basic which tells you how to run binary and Basic programs. Sample 8-bit programs included on the disk are:
DISKLIST A directory printer program.
LEMONADE A business simulation based upon running a lemonade stand.
MAZEWAR A maze-type arcade game.

DISK #133 **GAME DISK**

BNOID: ST Breakanoid. Full-screen arcade game which is a cross between breakout and Arkanoid.
CODEBLUE: A simulation of a hospital emergency room where you have to decide what tests and treatment to give patients.
GO_BOARD: Two-player computerized "Go".
LANDER1: Another, rather nice, lunar lander game.
WORLD: A text adventure on an alien world.

DISK #134 **TINY PICTURES**

The first 31 pictures of "Planets", a tour of the universe. Pictures show the planets and various moons. Data is shown regarding each planetary body, such as distance from the sun or a planet.

DISK #135 **TINY PICTURES**

The final 7 pictures of the "Planets" collection starts off this disk. Another 10 pictures by the same author are also on the disk, along with 9 pictures of clip art with holiday and sports themes.

Dennis Wilson
ST Public Domain Librarian

8-BIT PD ADDITIONS

The November sales again demonstrated that the 8 bit Atati is as strong as ever. For the second month in a row, thanks to your help, we set a new club disk sales record of over 70 disks! Do I see a trend developing here? If so I like it!

This month we have three new disks being released, disk numbers 109 & 110 and a "special disk" called Font Master. The following is a breakdown of these disks.

DISK #109 **GAMES**

LUNAR.GAM Land a lunar modual on the moon without crashing.
PLUSZERO.GAM Chase and touch the zero with the plus but don't touch the it's trail or let it hit the wall. The longer you wait the more you'll earn but be careful it moves quickly.
CLEWSO Help inspector Clew-So solve a murder mystry.
CIVILWAR Civil war simulation, try to win all the battles by choosing the correct strategy.
MUSICMON.GAM Design your own music with this four voice music monitor.
STARMER.GAM Trade space cargo for profit in this Star Merchant adventure game.
STARTREK Destroy the Klingon warships before they can attack Federation headquarters.
STDPOKER Play five card stud against the computer.
DEFLECT Strategy ball deflecting game, very callenging eye hand coordination.

DISK #110 **GAMES**

RAFFERTY Pacman type arcade game.
THIEF Try to navigate your hovercraft thru the caves to get your treasure but don't hit the walls!
FOOTBALL.BAS Interesting computerized text football game.
RENEGADE You are a short circuited robot on the run, don't get caught by security.
OILGAME Operate an oilwell for profit, choose good drill sites, proper depth and sale techniques or go broke!
BORED2 Do you have so many games you don't know what to play? Let this program choose for you!
QT Block moving arcade strategy game.
TEMPEST.EXE Livewire arcade game for paddle or joystick.
DARKSTAR Connect the dots and earn points, but don't touch the border or cross your lines!

FONT MASTER **UTILITY**

Print out any text file in one of over thirty fonts. Printout from 48 to 120 characters per line, includes top & bottom margins, side ways print out, disk file directory, choose between 960 or 1920 dots per line. This program is compatible with EPSON FX and the GEMINI 10X printers. (It worked great on my "big blue special")

I would like to take this opportunity to thank all of you who attended our November meeting, and a special thanks to those of you who helped support our club by puchasing club disks.

THANK YOU!!!

I would also like to wish each of you a very happy holiday season and a prosperous New Year!

Tom Bardenwerper
8-Bit Librarian

User Group & Newsletter Information

MilAtari Ltd.
The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding Atari computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming Atari and other types of computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is $20.00 for individuals or $25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

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MilAtari Ltd. Edition Advertising Rates

This newsletter will accept camera-ready, pre-paid advertising copy from anyone supplying goods and services that may be of interest to the membership of MilAtari Ltd.

COMMERCIAL RATES

AD SIZE COST(US$)
Full Page $ 37.50
Half page $ 20.00
Quarter Page $ 12.50
Business Card $ 5.00

MilAtari Ltd. members whose dues are current may place classified advertisements at no charge.
Advertisement Deadline: 25th of the month.

Submission Policy

Contributions of articles are always welcome. Quite frankly, we thrive on them! Articles may be submitted on 8-bit or ST diskette or in typewritten form in care of the MilAtari mailing address on the back cover of this newsletter. Articles may also be uploaded in ASCII file form to the MilAtari Ltd. BBS via modem. **All submissions must be received by the 25th of the month.**

Now, we wouldn't ask you to do something for nothing, so it is the policy of MilAtari Ltd. that the authors of articles actually published in this newsletter may select one disk of their choice form either of the club's public domain libraries. You may claim your disk after actual publication of the newsletter and arrange for obtaining it by contacting the appropriate librarian listed in the column to the left. The above applies to club members only.

You will also have our undying thanks!

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Expanded Store Hours for the Holidays!

Between Thanksgiving & New Years, we will be open SEVEN DAYS A WEEK as follows:

Monday thru Friday	10AM - 7PM
Saturday	10AM - 4PM
Sunday	Noon - 4PM

We will close at 5PM on both Christmas Eve and New Years Eve,
and will be closed all day Christmas Day and New Years Day.

SOFTWARE - ACCESSORIES - BOOKS - MAGAZINES

MASTERCARD & **VISA** Welcomed!